

## Road to Ruin

by Arya Akhavan (November 2013)

Angles for R.I. = 1.540

56 + 20 girdles = 76 facets

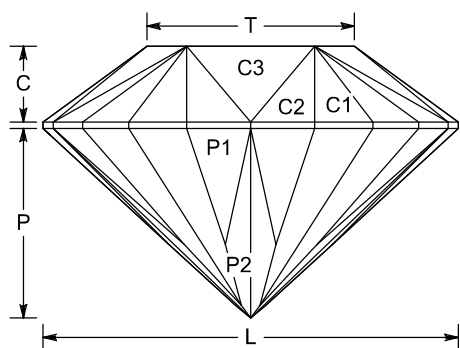
5-fold, mirror-image symmetry

120 index

L/W = 1.000 T/W = 0.500 U/W = 0.476

P/W = 0.456 C/W = 0.182

Vol./W<sup>3</sup> = 0.210



### PAVILION

P1	43.00°	003-009-015-021-027-033-039-045-051-057-063-069-075-081-087-093-099-105-111-117	Cut to centerpoint.
G1	90.00°	003-009-015-021-027-033-039-045-051-057-063-069-075-081-087-093-099-105-111-117	Set stone size.
P2	42.50°	002-022-026-046-050-070-074-094-098-118	Meet P1, G1

### CROWN

C1	37.82°	009-015-033-039-057-063-081-087-105-111	Set girdle width.
C2	35.00°	003-021-027-045-051-069-075-093-099-117	Level girdle.
C3	32.32°	120-024-048-072-096	Meet G1, C2; C1, C2
T	0.00°	Table	Meet C1, C2, C3

Here's a design similar in concept to my "Temple Ruins" design. That one uses a square table adapted to a round outline, while this one uses a pentagon. Do you recognize what video game I'm using as the naming scheme? Works in materials from quartz to rutile (RI = 1.54 - 2.62) with no changes, but I prefer rutile.

Suggested size = 8-15 mm

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